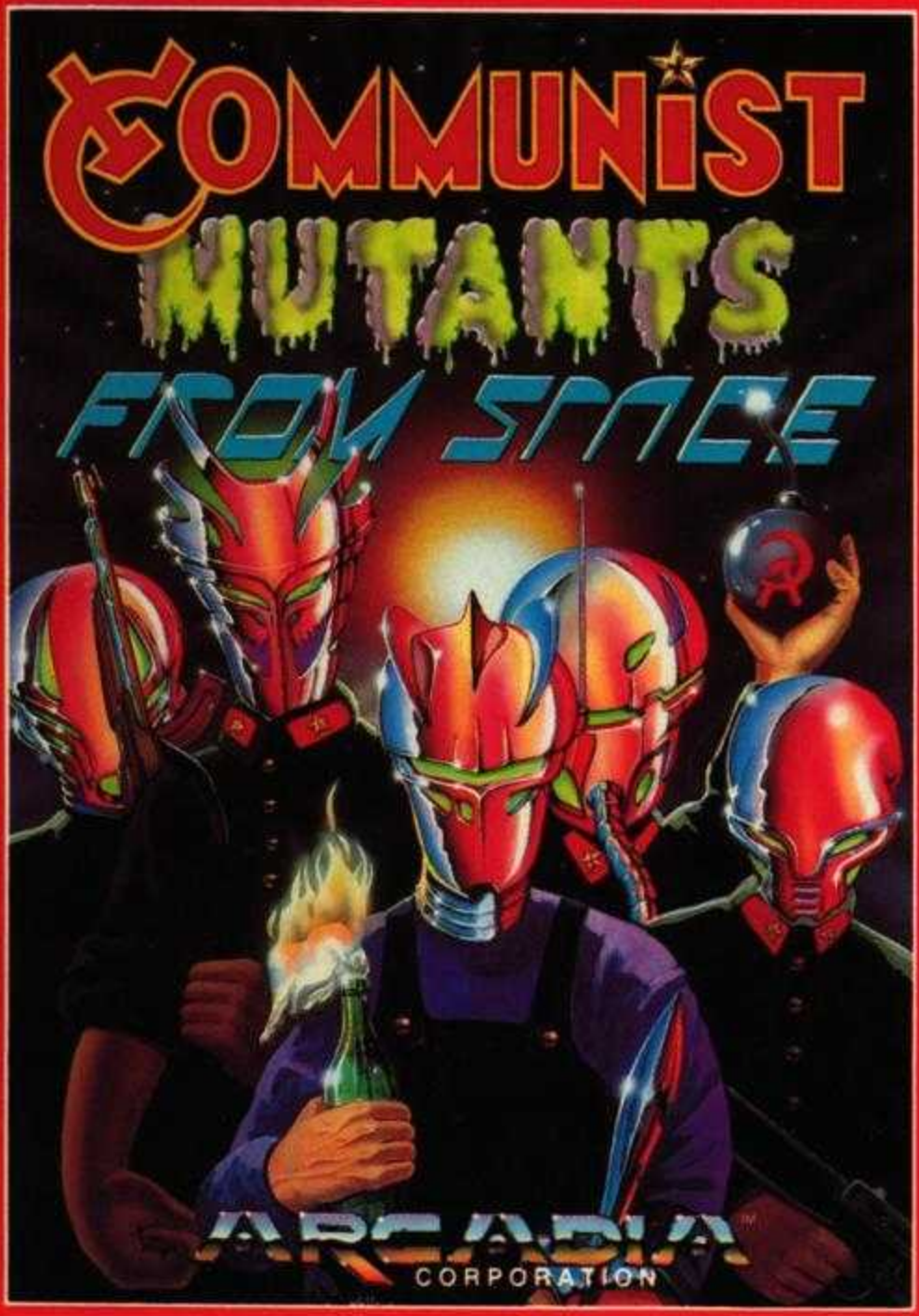
How to Play

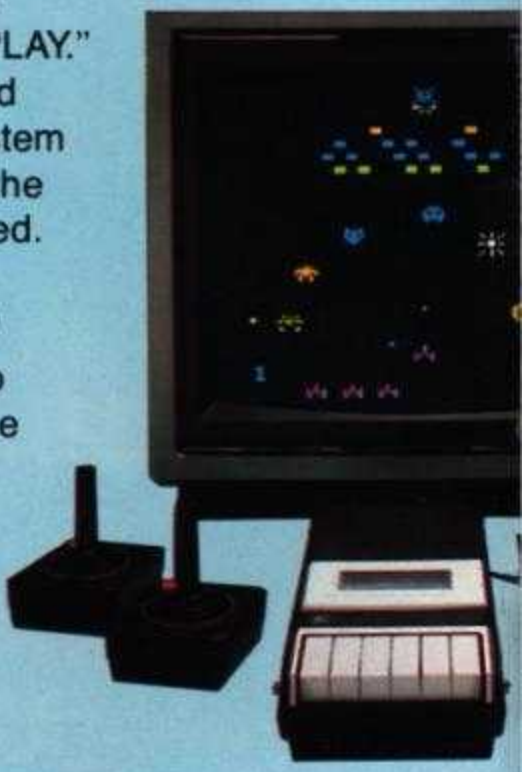


EmuMovies

How to Supercharge your Video Game System.

- Set up your Atari® Video Computer System™ (or just about any game system that takes Video Computer System™ game cartridges) according to manufacturer instructions.
- Make sure the power switch is OFF, and insert the Arcadia™ Supercharger™ with label up. Be careful not to force it or insert crookedly.
- Connect the plug on the end of the Supercharger™ cable to the earphone jack of any cassette recorder/player. The earphone jack may also be labeled "monitor," "mon.," "ear," or "output."*
- Turn the power switch of the game system ON. The TV screen should read "REWIND TAPE, PRESS PLAY." If not, turn the power off and check to make sure the system is properly hooked up and the Supercharger™ fully inserted.
- Insert the COMMUNIST MUTANTS FROM SPACE™ cassette, label side up, into the cassette player. Turn the volume and tone controls about halfway up.

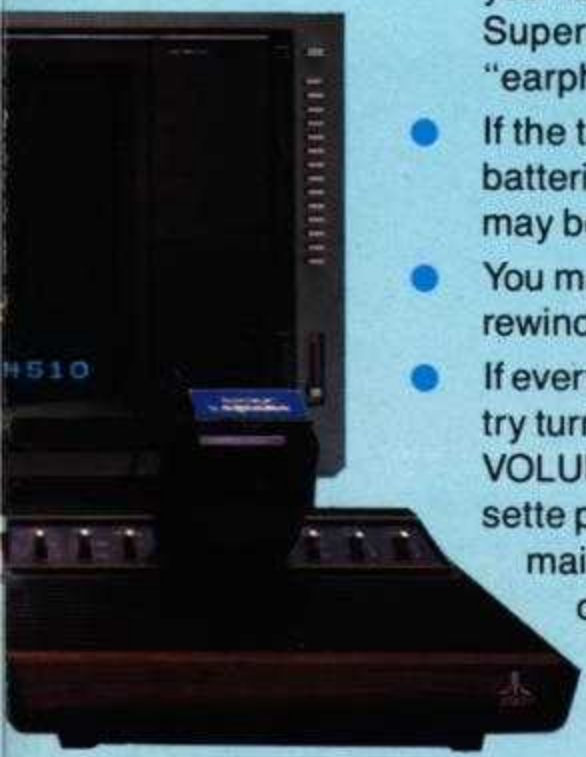
*If you use a large cassette deck with a "phone" type earphone plug, you may purchase an adaptor at most electronics specialty stores.



- Press REWIND and wait until the tape stops moving. Now press PLAY.
- In a few moments, you will hear the sounds of the game loading and see colored panels fill the screen. A moment later "STOP TAPE" will appear, and you'll be ready to play COMMUNIST MUTANTS FROM SPACE.™

If you have trouble...

- If the tape player makes a screeching noise, you have not plugged the Supercharger™ cable into the "earphone" jack.
- If the tape doesn't move, the batteries in the cassette player may be too weak.
- You may have forgotten to rewind the tape completely.
- If everything else seems OK, try turning up the TONE and VOLUME controls on the cassette player. If the screen remains unchanged, remove the cassette, turn it over (label side down), rewind it, and press PLAY.



Communist Mutants from Space™

Your mission: Vaporize the mutant warriors before they overrun your home planet.

About the enemy: The evil ruler of the planet Rooskee has launched a diabolical attack. A cunning *Mother Creature,* filled with irradiated vodka, transforms helpless slaves captured on peaceful planets into bloodthirsty COMMUNIST MUTANTS.

The Commie Mutants attack like crazy! Wipe out wave after wave of them, and they keep on coming. And the more you vaporize, the nastier they get. You've got trouble.

Game Options

Press GAME SELECT and your options "menu" will appear on the screen. You can customize your own variation of COMMUNIST MUTANTS FROM SPACE™ by choosing options from the menu.

Move the joystick up or down to place the highlight over the feature you wish to select. Move the joystick right or left, or push the "fire" button, to select options and number of players.

Note: if you leave the "menu" on the screen for a few moments, the game will begin "self play." You'll see the game play by itself, and you'll see the current high score displayed. To get back to the "menu," simply tug on the joystick or press GAME SELECT.

PLAY	Starts the game action.
PL 1	Selects the number of players (1 to 4)
DIF 1	Selects the difficulty level (1 = easy to 9 = hard)
SH NO	Allows you to activate SHIELDS during the game.
TW NO	Allows you to activate TIME WARP during the game.
PF NO	Gives you PENETRATING FIRE
GF NO	Gives you GUIDED FIRE

The Mutant Attack

As soon as play begins, you'll be under attack. The Mother Creature will constantly try to create more COMMUNIST MUTANT attackers. The attackers start as mutant eggs and soon hatch into nasty creatures.

Some of the mutant eggs appear not to hatch. Don't be fooled. They are actually shield-penetrating bombs in disguise.

You begin with a small reserve of anti-mutant cannons. Each time the mutants destroy one of your cannons, a reserve is called up. When the last cannon is destroyed, the game is over. You can, however, earn bonus cannons after every other wave of mutant attacks.

You'll never run out of ammunition, so keep shooting. Your cannons destroy Communist Mutants, Mutant Bombs, and the Mother Creature itself.

Scoring

- Point Values

Mother Creature 500 Points

Diving Mutant Attackers 60 Points

Mutant Eggs 10 Points

Clearing the screen of Mutant Attackers (earns a "flag") 100 Points

- Bonus cannons are awarded on each odd-numbered wave of mutant attacks.
- High score for the current playing session will be displayed at the end of each game.

Game Variations

Difficulty Levels. Start with level 1 (relatively mild mutants) and work your way up to level 9 (really mean mutants).

Maneuverability. Control the speed of your anti-mutant cannon with the difficulty switches. "A" makes it slow. "B" makes it fast. The left difficulty switch is shared by players one and three. The right switch by players two and four.

Shields. Shields are activated by pulling back on the joystick. You can use your shields only once, until a new wave of mutant attacks, or a cannon appears.

Time Warp. Slow down the mutant attack with time warp. Activate it by pushing forward on the joystick. But you can use the feature only once, until a new wave of mutant attacks, or a cannon appears.

Penetrating Fire. This feature permits your cannon fire to blast through one mutant and wipe out the next in line.

Guided Fire. This feature permits you to steer your cannon fire with the joystick.

Multi-Player Games. Players one and three share the left joystick. Players two and four share the right joystick. The number in the lower left corner of the screen indicates which player is "up."

Controls

- Game Select switch calls the "menu" to the screen.
- Difficulty switches affect the horizontal speed of your cannon.
- Game Reset switch starts a new game instantly.

Supercharged Game Previews

To get a sneak preview of other great Arcadia™ games, follow these simple instructions:

- When loading COMMUNIST MUTANTS FROM SPACE,™ be sure to push the STOP button on your cassette player as soon as the TV screen fills with colored panels and the "STOP TAPE" message appears.
- Don't rewind the tape. When you're ready for a preview, flick the power switch on the game system OFF, then ON again.
- The TV screen should read "REWIND TAPE, PRESS PLAY." *Don't* rewind the tape. Simply press PLAY. As soon as the "STOP TAPE" message appears, press STOP.
- You'll see a "self-play" preview of one exciting Arcadia™ game. You can't actually play it (so don't bother pressing any more switches), but you can appreciate the great graphics and game action.
- To see the next game preview, simply repeat the above instructions. When no more games appear, you have seen all the previews on your cassette.

Changing Games

To load another Arcadia™ game:

- Flick the power switch OFF, then ON again.
- Rewind and replace the cassette with another Arcadia™ game cassette.
- Rewind the tape, then press PLAY.

To remove the Supercharger™

- Turn the power switch OFF.
- Gently remove the Supercharger.™

Limited 90 Day Warranty

ARCADIA™ SUPERCHARGER™ and COMMUNIST MUTANTS FROM SPACE™

ARCADIA CORP. warrants to the original purchaser of this ARCADIA™ product that it will be free from defects in materials and workmanship for ninety days from the date of purchase. If this product is discovered to be defective within the warranty period, return to place of purchase for replacement.

This warranty is limited to electronic and mechanical parts within the product. It is not applicable to normal wear and tear and is not applicable and shall be void if the defect has arisen through, or the product shows signs of, misuse, excessive wear, modifications, or tampering.

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Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the limitations or exclusions set forth may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Repair Service

Should your SUPERCHARGER™ require service after the ninety day limited warranty period, a charge of $15 will be assessed to restore it to full working condition. Send the SUPERCHARGER™ unit, shipping prepaid, to:

ARCADIA™ SERVICE CENTER
324 Martin Avenue
Santa Clara, CA 95050

ARCADIA™ takes pride in providing you the finest, most challenging video games available today. We welcome your comments and suggestions for ways to make our game selection even more enjoyable. Please write to: ARCADIA™ CONSUMER AFFAIRS DEPT., P.O. Box 2070, Saratoga, CA 95070.

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